
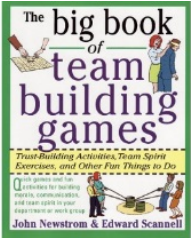



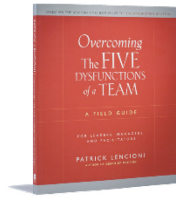


DIY Resource Catalog

To borrow any of these items go to [TSD's Request Form](#)

Topic	Resource	Description
Teambuilding	 <p>Thumball-Team Dynamics</p>	<p>The Team Dynamics Thumball looks like a cool soccer ball and has 32 panels pre-printed with cogent phrases suited for adults and teens. Use it to stimulate conversation, promote team spirit, and boost flagging energy. Teams are everywhere – at work, at home, at school, on and off playing fields. From board rooms to church basements, we're thrown together with people we may or may not know well, and are challenged to achieve great results. Is your team performing to the max? How do you support each other? How do you develop consensus and manage disagreements? Team Dynamics Thumball is a playful way to raise these critical questions so that your teams can reach their full potential. View Demo</p>
	 <p>Big Book of Team Building Games</p>	<p>Games can be a terrifically effective way to build team spirit, communication, and trust among people who work together day in and day out. Choose from 70 varied and imaginative games and activities that have been specifically designed for the manager who's looking to:</p> <ul style="list-style-type: none">Raise sagging morale in a departmentLiven up boring staff meetingsImprove communicationPromote a culture of harmony and cooperationHave fun with your work team
	 <p>Who's First? Wireless Buzzer</p>	<p>Who's First? is a stand-alone "buzz-in" game show buzzer system that will add excitement and real time technology to any fast-action Q&A game. The system identifies first and second place respondents with snazzy lights, a loud buzzer (which can be turned off, if desired), and 6 color-coded touch pads that announce who came in first -- and second!</p> <p>Who's First? operates through radio frequency signals; touch pads can be placed as far as 80 feet from the light unit. No software required! View Demo</p>

Icebreakers



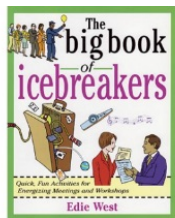
Overcoming the Five Dysfunctions of a Team by Patrick Lencioni

In *Overcoming the Five Dysfunctions of a Team* guidebook, Patrick Lencioni offers more specific, practical guidance for overcoming the Five Dysfunctions--using tools, exercises, assessments, and real-world examples. He examines questions that all teams must ask themselves: Are we really a team? How are we currently performing? Are we prepared to invest the time and energy required to be a great team? Written concisely and to the point, this guide gives leaders, line managers, and consultants alike the tools they need to get their teams up and running quickly and effectively.



Thumbball-Get Happy at Work

The Get Happy at Work discussion prompts help create a more positive workplace by allowing colleagues to share goals, discuss challenges, and build relationships. Focusing on Positive Emotion, Engagement, Meaning, Accomplishments, and Relationships, the prompts help surface sources of happiness as they draw out individuals' personal qualities, work challenges, professional goals, and organizational dynamics. By putting a positive spin on important discussion topics, the Get Happy at Work Thumbball helps promote optimism, identify areas for organizational improvement and build a happier workplace. [View Demo](#)



Big Book of Icebreakers

Quick, Fun Activities for Energizing Meetings and Workshops Presents a way to warm up large groups, encourage shy individuals to participate more fully, add color to boring staff meetings, and bring together people who are complete strangers. Contains 65 proven and effective strategies for breaking the ice that participants will enjoy and respond to.

Decision Making



Road to There (4' x 2')

Studies have shown that when people are actively involved in the thinking and decision-making process, there is a sense of ownership that inspires results that exceed expectations. The Road to "THERE" is the tool to create buy-in, increase creative energy, and inspire ownership in an organizations plan to win!

The Road to THERE walks individuals and teams through the process of visualizing the future and creating a clear road map that identifies the objectives, the potential obstacles, and the distance between where you currently are and how far you need to go to get THERE. With it are the Hows that everyone involved can participate in creating therefore making it real to the individual contributor and inspiring ownership.

[View Demo](#)



Thumbball-create-your-own

For conversation starters, icebreakers, energizers, teambuilding, lesson reinforcement and more! Customize Thumballs blank panels to create an experience of shared communication and learning. Armed with a permanent marker (included), you can add your own questions, prompts and graphics, and create an exercise that is "spot on" for your training needs.

[View Demo](#)

Planning/Change Management



Vision Tree

To facilitate a dynamite discussion about growth or learning, structure the conversation around the metaphor of a tree. You can explore everything from Roots to Fruits - the basic values or roots that stabilize you, processes that support growth, nourishment or inputs needed for growth, the bugs or challenges that hamper your efforts. Vision Tree consists of a large 39 x 26" coated poster and a whole bunch of themed sticky notes. Just hang it up on any wall, using the adhesive tabs (included). It's an incredibly versatile metaphor and facilitation tool that you can adapt to your needs-applying it to your organization, a project, a learning event and more.



Challenging Assumptions

So simple but such a powerful message! This activity lasts between 10 and 20 minutes and is an ideal way of raising the awareness of a group of learners about the preconceptions and assumptions we bring into new situations. This is very valuable in problem-solving or innovative thinking processes as it highlights how we can limit our thinking and reject new possibilities if



The Right Words at the Right Time

From showing empathy and truly listening, to exploring with permission-phrases and presenting options, employees will learn how to match the signals they send to the words they say. A wide variety of realistic public sector scenes demonstrate the use of the "right words at the right time" to overcome almost any service recovery challenge.

[View Clip](#)

Conflict Management



Dynamizer (card deck)

Dynamizer is a fun and educational card game that helps people discover, understand, and develop their strengths.

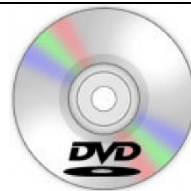
Build confidence, improve relationships and better address conflict by honing in on four categories of strengths: Thinking, Relating, Doing, and Feeling. Then explore what happens when a strength is overused using Exaggerator cards.



Preventing Bullying Made Simple

Workplace Bullying Made Simple is a short but comprehensive workplace bullying prevention video that covers every aspect of the important topic in just 5 and a half minutes.

Workplace bullying is not a new problem, but only just recently has the plague of bullying at work been quantified. Conservative estimates put the loss in productivity at over a billion dollars in the USA alone. A decline in employee morale, loss of productivity, employee turnover, health problems and loss in organizational reputation are just a few of the problems that the bullying causes.



**The Respectful Communicator:
The Part You Play**

This program goes beyond communication "basics" and includes techniques for making sure we understand what someone has said, caring about the way we come across and showing people we value their ideas. In the program, onscreen hosts and vignettes demonstrate five guidelines that participants can put into practice immediately.

[View Clip](#)



**Developing Emotional
Intelligence Card Deck**

Used in many organizations already, the Developing Emotional Intelligence Coaching Cards are a powerful tool to encourage reflection and discussion of both our understanding of self and impact on others.

Use to develop your own emotional intelligence, or with your team, or as a training aid on workshops and courses to support leaders and manager development.

- 48 cards arranged in 4 colored suits to correspond to the Emotional Intelligence model.
- 4 summary cards unique to this product range.
- 3 set-up and suggested uses cards to get you started.

Diversity



StylePlay Card Games

Add excitement and impact to your style training with StylePlay - 12 Group Card Games, 3rd Edition. These quick, energizing games reinforce learning and build awareness in a fun, nonthreatening manner.

- Understand the four personality styles
- Learn how the four styles interact
- Practice interacting with those of similar and different personality styles
- Understand the strengths and weaknesses of each style



Preventing Harassment Made Simple

The program delivers a no-nonsense, straightforward message about harassment in the workplace. Shot, but comprehensive the harassment video covers every aspect of this important legal topic in just 6 minutes. The program gives your employees a thorough overview of the protected groups, sexual harassment, prevention techniques and retaliation. In addition, the video covers current topics such as text messaging, email and bullying. Complete with a video, employee quiz and leader's guide, this harassment training package is a great way to complete this important legal training.



Preventing Sexual Harassment Made Simple

This short but powerful sexual harassment video delivers the message about harassment with a no-nonsense style and presents everything your employees need to know in only 6 minutes.

The program is perfect for employee orientation programs, yearly refresher training or as a meeting opener to a longer training program.



It's About Respect

The video & training package will help employees learn how to:

- Define harassment.
- Identify the various types and forms of harassment.
- Understand the financial and hard-to-measure costs of harassment.
- Follow practical guidelines to prevent harassment.
- Respond if they witness or become victims to harassment.

[View Clip](#)



The Respectful Workplace: It Starts With You

Benefits of this program include improved communication, teamwork, and morale. Viewers learn how to adopt an “inclusion” mindset and how to break the daunting goal of building a more respectful climate into small, workable steps. The key to sustaining a climate of respect is to make sure every person on the team understands the important role they play in the process.

[View Clip](#)



Ouch? That Stereotype Hurts

Learning Objectives:

- Understand the impact of stereotypes and biased statements, even when casually said.
- Identify the most common reasons people sit silent in the face of bias and stereotypes.
- Enhance skills for speaking up against stereotypes without blame or guilt.
-

[View Preview](#)

Leadership



The Supervisor Toolkit

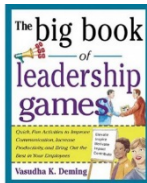
Designed for maximum flexibility, The Supervisor Toolkit provides you with high-quality video vignettes that you can easily incorporate into your own custom training courses. The clips are drawn from CRM's library of best-selling programs. Each vignette/clip runs anywhere from 20 seconds to 3 minutes and depicts a common workplace interaction involving a supervisor and, usually, a subordinate. Suggestions are provided in the Leader's Guide for using the clips to draw out specific lessons on supervision.

[View Clip](#)



Colourblind

COLOURBLIND has been used worldwide across languages, cultures and business backgrounds, to focus on the fundamental skills of great two-way communication and the achievement of shared meaning. It is also used to explore team problem-solving, team understanding of abstract concepts and to explore team culture. Colourblind is now listed as a 'Preferred Learning Material' by ILM (Institute for Leadership and Management), Europe's foremost leadership and management training provider. [View Demo](#)



Big Book of Leadership Games

Dozens of engaging ways to forge good working relationships between managers and their staffs. This book offers managers 50 fun, illuminating experiential activities for building a positive, open, and productive relationship with the people they manage. Unlike ropes courses and other off-site management activities, The Big Book of Leadership Games features activities that can be used in the workplace during staff meetings, as a part of training sessions, or even in the course of daily work



CaseCards Scenario Decks (3-Deck Combo)

12 relevant scenarios to role-play and practice giving and receiving feedback in real-life situations



Would I Follow Me?

This video program demonstrates one leader's behavior (and the corresponding results) in two different situations: first as a newly appointed leader, and then five years later after he has learned a few lessons about leadership. Viewers are shown behaviors that produce successful results and come to appreciate the impact their actions have on the success of the team. The program benefits new and experienced leaders at any organizational level.

[View Clip](#)



5 Questions Every Leader Must Ask

The video program, hosted by Ed Oakley, teaches the 5 questions every leader, manager, supervisor, project manager, team leader...anyone really... should ask, and shows how real-world organizations have applied the framework to common, yet critical, workplace problems. Within the workshop, participants experience the versatility of the Framework as they complete exercises where the 5 questions are modified to suit specific situations or challenges. A follow-up "mini-framework" is taught for when the group needs to check in on their progress.

[View Clip](#)